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NEWS
15th August 2025
Franchise Special
Tomb Raider

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Franchise Special

Tomb Raider

Timeline

1996	Tomb Raider
1997	Tomb Raider II
1998	Tomb Raider III
1999	Tomb Raider: The Last Revelation
2000	Tomb Raider
2000	Tomb Raider: Chronicles
2001	Tomb Raider: Curse of the Sword
2002	Tomb Raider: The Prophecy
2003	Tomb Raider: The Angel of Darkness
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2008	Tomb Raider: Underworld
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Tomb Raider 1996

TOMB RAIDER

Tomb Raider 1996 is a popular action-adventure video game that was originally released by Core Design and published by Eidos Interactive in 1996.

It features the iconic character Lara Croft, an archaeologist and treasure hunter, who explores ancient tombs and ruins while solving puzzles and battling enemies.

The game's combination of exploration, puzzle-solving, and action set a new standard for video games, particularly in the 3D platformer genre.

The success of "Tomb Raider" led to numerous sequels and a reboot of the franchise, including films, comic books, and merchandise.

Lara Croft has since become a cultural icon, and the series has undergone significant evolution, with more recent titles focusing on character development and gameplay mechanics, showcasing Lara's origins and growth as a protagonist.

"Tomb Raider," released in 1996 by Core Design and Eidos Interactive, is a popular action-adventure video game featuring the iconic character Lara Croft, an archaeologist and treasure hunter.

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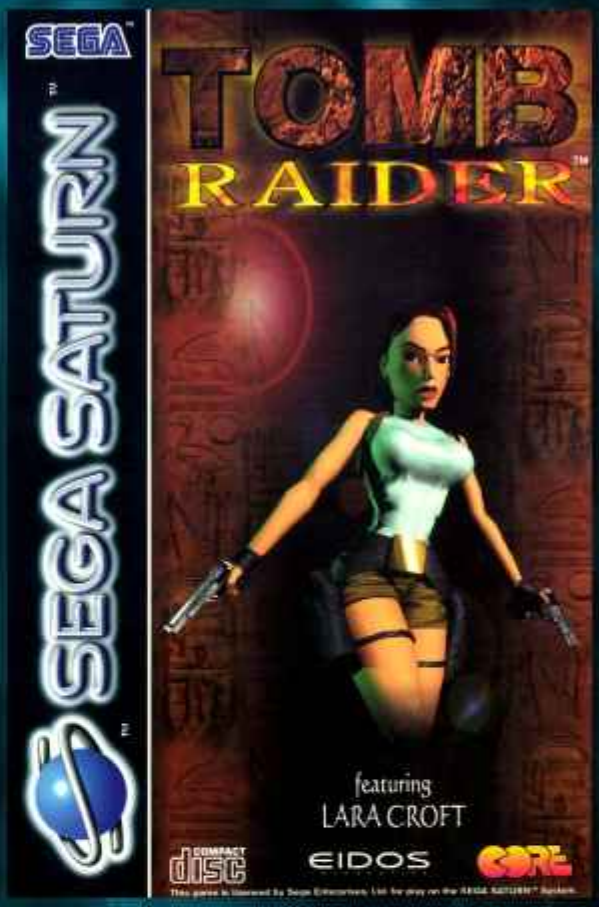
Tomb Raider 1996

TOMB RAIDER

The game set a new benchmark in the 3D platformer genre through its mix of exploration, puzzle-solving, and action.

Its success spawned numerous sequels and a franchise reboot that includes films, comic books, and merchandise.

Lara Croft has become a cultural icon, and later installments have focused on her character development and origin story.



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1997 Tomb Raider II

"Tomb Raider II" is an action-adventure video game developed by Core Design and published by Eidos Interactive.

It was released in 1997 as a sequel to the original "Tomb Raider" game.

In "Tomb Raider II," players once again take on the role of the iconic archaeologist and adventurer Lara Croft as she embarks on a quest to find the mysterious Dagger of Xian.

The game features a mix of platforming, puzzle-solving, and combat, with players navigating through various environments, including ancient temples, underwater caverns, and exotic locations in places like China and Venice.

"Tomb Raider II" introduced new gameplay mechanics, expanded exploration options, and enhanced graphics compared to its predecessor.

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1997 Tomb Raider II

The game was well-received critically and commercially, contributing to the popularity of the Tomb Raider franchise and solidifying Lara Croft's status as a video game icon.

It was followed by several sequels and reboots, making it a significant title in the gaming world.

"Tomb Raider II," released in 1997 by Core Design and Eidos Interactive, is an action-adventure game and a sequel to the original "Tomb Raider." Players control Lara Croft as she seeks the mysterious Dagger of Xian, navigating diverse environments such as ancient temples and underwater caverns.

The game features platforming, puzzle-solving, and combat, introducing new gameplay mechanics and improved graphics.

It was critically and commercially successful, enhancing the Tomb Raider franchise.

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1998 Tomb Raider III

"Tomb Raider III: Adventures of Lara Croft" is an action-adventure video game developed by Core Design and published by Eidos Interactive. Released in 1998, it is the third installment in the "Tomb Raider" series and follows the continuing adventures of the iconic character Lara Croft.

In "Tomb Raider III," Lara embarks on a quest to uncover the secrets of the meteorite known as the "Infada Stone." The game takes players on a journey through various locations around the world, including India, London, Australia, and Antarctica.

Each environment presents unique challenges, puzzles, and enemies that players must overcome as they explore tombs and ancient ruins.

1998 Tomb Raider III

Key features of "Tomb Raider III" include:

Expanded Gameplay Mechanics: The game introduced new moves such as the ability to crawl and hang onto ledges, allowing for more intricate exploration and platforming challenges.**

Diverse Environments

Each of the levels is distinct, showcasing different themes and aesthetics, which keeps the gameplay fresh and engaging.

Puzzles and Challenges

Players encounter a variety of puzzles, traps, and enemies, which require a mix of strategy, skill, and exploration to overcome.

Enhanced Graphics

The game features improved graphics and animations, with detailed environments that enhance the immersive experience.

Multiple Paths

Tomb Raider III" allows players to choose different paths and explore multiple levels in a non-linear fashion, giving a sense of freedom in gameplay.

The game received generally positive reviews for its engaging gameplay.

1999 Tomb Raider: The Last Revelation

TOMB RAIDER
THE LAST REVELATION

"Tomb Raider: The Last Revelation" is the fourth installment in the "Tomb Raider" video game series, developed by Core Design and released in 1999.

The game continues the adventures of the iconic character Lara Croft and features a storyline that delves deeper into her background and the lore of ancient artifacts.

Storyline

The Last Revelation," Lara Croft sets out to uncover the secrets of the Egyptian god Seth and the ancient artifacts that hold immense power.

The narrative features a darker tone and explores more of Lara's past as she unravels a mystery surrounding an ancient Egyptian tomb.

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1999 Tomb Raider: The Last Revelation

TOMB RAIDER
THE LAST REVELATION

The game is predominantly set in Egypt, featuring iconic locations such as the pyramids, temples, and tombs.

- The game features a variety of puzzles and platforming challenges that require players to navigate intricate environments.

- Lara can also employ new moves, such as the ability to climb and crawl through tight spaces.

- The game introduces a more complex level structure, allowing for greater exploration and backtracking.

Graphics and Design

The Last Revelation" was noted for its improved graphics and animations over previous titles.

The environments were crafted to be more immersive, with atmospheric lighting and detailed textures.

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1999 Tomb Raider: The Last Revelation

TOMB RAIDER
THE LAST REVELATION

Character Development

The game provides deeper insights into Lara's character and motivation, particularly her relationship with her mentor, Von Croy, and the consequences of her actions within the story.

Critical Reception

Upon release, "Tomb Raider: The Last Revelation" received generally favorable reviews for its engaging gameplay, level design, and storyline.

However, some criticism was directed at the controls and camera angles, which were points of contention in earlier entries as well.

"The Last Revelation" solidified Lara Croft's status as a cultural icon and contributed to the ongoing popularity of the "Tomb Raider" franchise.

1999 Tomb Raider: The Last Revelation

TOMB RAIDER
THE LAST REVELATION

Its combination of action, puzzles, and exploration resonated with fans, and the game set the stage for future titles in the series.

"Tomb Raider: The Last Revelation," released in 1999, is the fourth game in the "Tomb Raider" series, developed by Core Design.

The game follows Lara Croft as she investigates the secrets of the Egyptian god Seth and ancient artifacts, featuring a darker storyline that explores her background.

Set primarily in Egypt, players navigate iconic locations like pyramids and temples, encountering various puzzles and platforming challenges.

The game introduces new gameplay mechanics, enhanced graphics, and deeper character development, especially regarding Lara's relationship with her mentor, Von Croy.

While it received mostly positive reviews for its engaging gameplay and level design, some criticism was aimed at the controls and camera angles.

"The Last Revelation" strengthened Lara Croft's status as a cultural icon and contributed to the franchise's popularity.

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2000 Tomb Raider

The year 2000 saw the release of the fifth installment in the "Tomb Raider" series, simply titled **"Tomb Raider"** (often referred to as "Tomb Raider: Chronicles").

It was developed by Core Design and released for various platforms, including PlayStation, Windows, Dreamcast, and others.

Overview: Storyline

The game takes place after the events of "Tomb Raider: The Last Revelation" and features a framing device where Lara Croft's friends reminisce about her adventures following her disappearance.

Each chapter of the game presents a different adventure in which Lara explores new environments and artifacts.

The stories include settings like the ruins of Rome, a sunken submarine, and an ancient Irish castle.

Gameplay Mechanics: Exploration and Puzzles

Continuing the series' trademark mechanics, players must navigate a mix of platforming challenges, combat, and puzzle-solving.

New Abilities: Lara has new moves and abilities, including the ability to use vehicles in specific levels and interact with various environments.

Variety of Locations: The game features different locations across its chapters, allowing players to experience diverse gameplay styles.

2000 Tomb Raider

Graphics and Design: Building upon the visuals of its predecessors, "Tomb Raider: Chronicles" introduced improved graphics and character animations. The environments were designed to be more intricate with enhanced lighting effects.

Character Development: The game expands on Lara's character by illustrating her legacy and how her friends and acquaintances perceive her adventures.

This gives players a glimpse into Lara's relationships and the impact of her actions.

Critical Reception: "Tomb Raider: Chronicles" received mixed reviews. While some appreciated the game's storytelling and level design, others felt that it did not introduce enough innovation compared to previous titles.

The controls and camera system were also points of critique.

Despite this, it maintained the franchise's core elements that fans loved.

In 2000, Core Design released the fifth installment of the "Tomb Raider" series, titled "Tomb Raider: Chronicles."

The game takes place after "Tomb Raider: The Last Revelation," using a framing device where Lara Croft's friends recount her adventures following her disappearance.

Each chapter features distinct environments and challenges, such as the ruins of Rome and a sunken submarine.

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2000 Tomb Raider

TOMB RAIDER

Gameplay includes exploration, platforming, combat, and puzzles, with Lara gaining new abilities, including vehicle use.

The graphics and character animations are improved, presenting more intricate environments with better lighting effects.

The game enhances Lara's character development, revealing how her friends view her impact.

"Chronicles" received mixed reviews, praised for storytelling and level design but criticized for lacking innovation and having control issues.

While it did not achieve the popularity of earlier titles, it contributed to Lara Croft's character development and set the stage for future games, including a franchise reboot in 2013.

2000 Tomb Raider: Chronicles

It appears there might have been a bit of confusion in the title. The fifth game in the "Tomb Raider" series that was released in 2000 is indeed **"Tomb Raider: Chronicles."**

"Tomb Raider: Chronicles" opens with the presumed death of Lara Croft after the events of "Tomb Raider: The Last Revelation.

" The game is structured as a series of flashbacks told by Lara's friends and acquaintances, each recounting different adventures she undertook before her disappearance.

Exploration and Puzzles: Players navigate through various environments filled with puzzles, traps, and enemies.

The core gameplay remains focused on exploration and solving environmental puzzles.

Levels: The game features a series of episodic adventures across multiple locations, including:

- **The Colosseum in Rome**
- **A Sunken Submarine**
- **An Irish Castle**
- **Ancient Egypt**
- **The Great Wall of China**

2000 Tomb Raider: Chronicles

New Abilities:

Lara Croft gains access to new moves, such as rolling and ducking, as well as using vehicles in specific levels.

Graphics and Art Design:

Chronicles was notable for improved graphics compared to its predecessors. The environments were designed to be elaborate and richly detailed, utilizing advanced lighting techniques for the time.

Critical Reception:

The game received mixed reviews:

- **Positive Aspects**:
  - Praise for level design and the variety of environments.
  - Improvements in graphics and character animations.

2000 Tomb Raider: Chronicles

TOMB RAIDER

Criticism:

- Some players felt that the game lacked significant innovation.

- The camera and control systems faced criticism for not being as refined as in previous entries.

Legacy:

While not as groundbreaking as earlier titles in the series, "Tomb Raider: Chronicles" continued to build on Lara Croft's character and the franchise's established gameplay mechanics.

It served as a bridge to later entries, and its episodic nature laid the groundwork for deeper storytelling in future games.

2001 Tomb Raider: Curse of the Sword

Tomb Raider: Curse of the Sword is a 2001 action-adventure video game in the Tomb Raider franchise, specifically designed for the PlayStation Portable (PSP) and Game Boy Advance.

Developed by Core Design and published by Eidos Interactive, the game allows players to control Lara Croft as she attempts to stop a powerful mystical sword, incorporating themes of adventure and mythology.

Gameplay focuses on exploration, platforming, puzzle-solving, and combat, with players navigating various levels filled with obstacles and enemies.

2001 Tomb Raider: Curse of the Sword

The graphics feature 2D sprites tailored to the handheld consoles, maintaining the aesthetic of the series despite lower graphical fidelity compared to main console games.

Reception was mixed; while many praised its ability to deliver a portable Tomb Raider experience with engaging gameplay and level design, some criticized it for lacking depth and less intuitive controls.

Overall, *Curse of the Sword* expanded Lara Croft's adventures into handheld gaming, contributing to the franchise's lore.

TOMB RAIDER
CURSE OF THE SWORD

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2002 Tomb Raider: The Prophecy

Tomb Raider: The Prophecy is an action-adventure video game released in 2002, primarily for the Game Boy Advance.

As part of the Tomb Raider franchise, this installment aimed to provide a handheld experience that resonates with the core themes of the series while adapting to the limitations and advantages of portable gaming.

In *The Prophecy*, players once again step into the role of the iconic Lara Croft. The narrative revolves around ancient prophecies and the quest to thwart an evil plan that threatens balance and harmony.

The game weaves elements of mythology and exploration, keeping in line with the Tomb Raider tradition of blending adventure with historical and mystical narratives.

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2002 Tomb Raider: The Prophecy

Players control Lara Croft as she confronts ancient prophecies and aims to thwart an evil plot.

Gameplay involves exploration, puzzle-solving, and combat, with players navigating various levels featuring unique challenges and enemies.

The game utilizes sprite-based graphics suited for the Game Boy Advance, maintaining a visual style consistent with the series.

Reception was generally favorable, with players praising its engaging puzzles and design, though some criticized the controls and pacing.

While not as prominent as other titles, *The Prophecy* expanded Lara Croft's lore in handheld gaming, reinforcing her popularity within the franchise.

2003 Tomb Raider: The Angel of Darkness

Tomb Raider: The Angel of Darkness is the sixth main installment in the Tomb Raider series, released in June 2003 by Core Design and Eidos Interactive for platforms like PlayStation 2, PC, and Xbox.

Players control Lara Croft, who becomes entangled in a dark plot involving a secret society, the *Lux Veritatis*, and a powerful artifact called *Kronos*, while also seeking to prove her innocence after being framed for her mentor's murder.

The game features urban environments—with a move towards a more open-world feel—emphasizing exploration, puzzle-solving, and refined combat mechanics, alongside the introduction of stealth gameplay.

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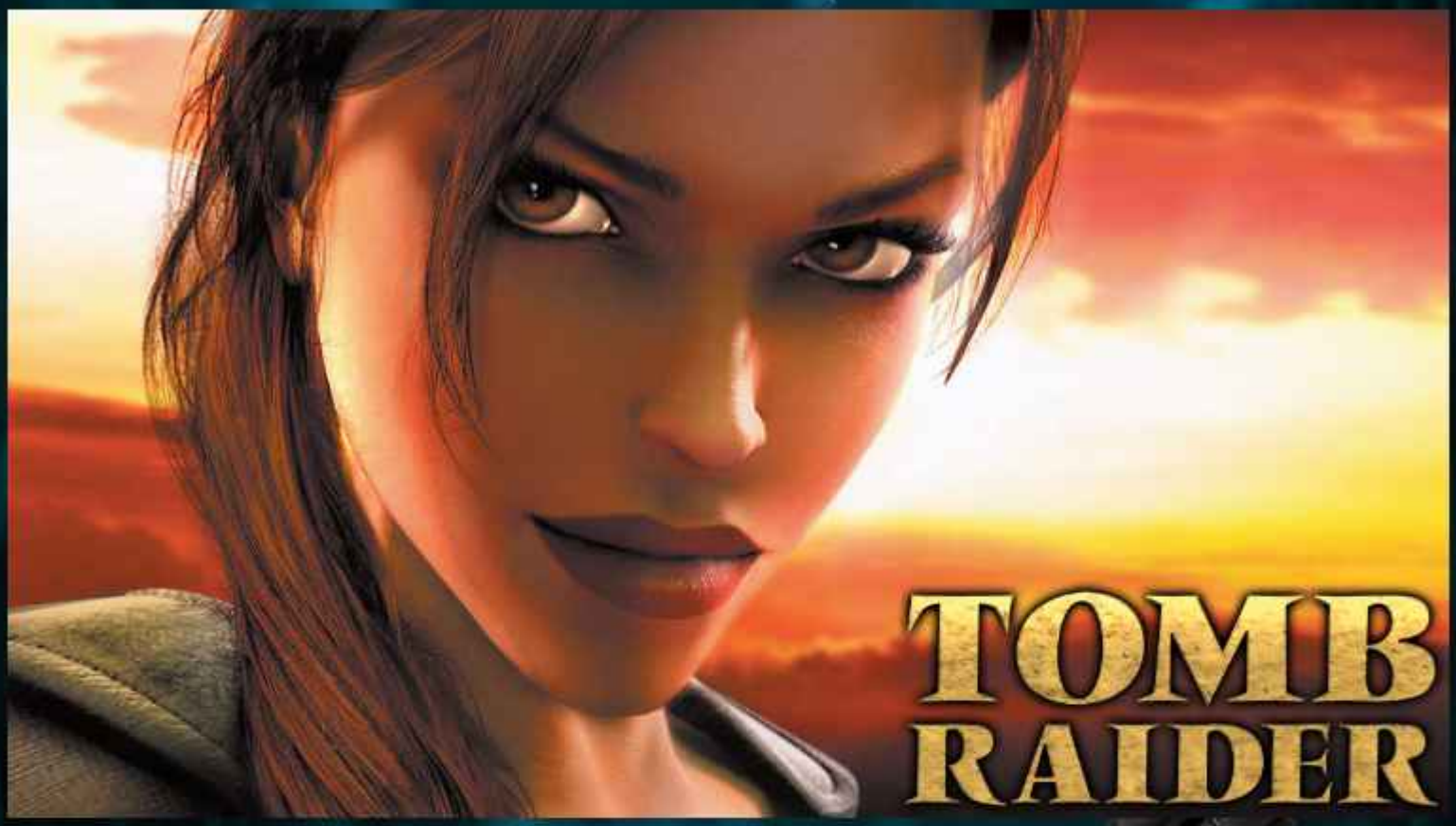
2003 Tomb Raider: The Angel of Darkness

Despite its ambitious graphics and design, the game received mixed reviews due to technical issues, awkward gameplay, and camera problems.

While some hailed its mature narrative and atmospheric design, many felt it did not meet the high standards of previous titles.

The Angel of Darkness, signified a pivotal moment for the franchise, leading to a transition to Crystal Dynamics, which rejuvenated the series in later games.



2006 Tomb Raider: Legend

Tomb Raider: Legend** is the seventh main installment in the Tomb Raider series, developed by Crystal Dynamics and published by Eidos Interactive.

It was released in April 2006 for multiple platforms, including PlayStation 2, PlayStation 3, Xbox 360, PC, and Wii.

This game marked a significant reboot in the series and received generally positive reviews.

In Tomb Raider: Legend, players once again take on the role of the adventurous archaeologist Lara Croft.

The story revolves around Lara's quest to uncover the mystery surrounding her mother's disappearance, which is linked to an ancient artifact known as the Sword of Excalibur.

2006 Tomb Raider: Legend

The game features varied environments that encourage exploration through platforming, puzzle-solving, and combat.

It includes improved combat systems, environmental puzzles, and enhanced traversal abilities, allowing for a fluid gameplay experience.

Tomb Raider Legend was praised for its compelling story, gameplay mechanics, and graphics, though it faced some criticism for length and repetitive elements.

2007 Tomb Raider: Anniversary

Tomb Raider: Anniversary** is a re-imagining of the original *Tomb Raider* game released in 1996.

Developed by Crystal Dynamics and published by Eidos Interactive, this title was released in June 2007 for multiple platforms, including PlayStation 2, PlayStation 3, PC, and Xbox 360.

The game is celebrated for modernizing the classic gameplay and updating the graphics while retaining the essence of the original.

Tomb Raider: Anniversary* follows the same core plot as the original game, where players once again assume the role of the iconic archaeologist Lara Croft.

The story revolves around Lara's quest for the mythical Scion of Atlantis, leading her to the treacherous mountains of Peru, the lost city of Atlantis, and more.

2007 Tomb Raider: Anniversary

Players control archaeologist Lara Croft on her quest for the mythical Scion of Atlantis, exploring various challenging environments while confronting enemies and traps.

The game emphasizes exploration, puzzles, and modern combat and traversal mechanics, enhancing the player experience with smoother controls and a more immersive environment.

Tomb Raider: Anniversary received positive feedback for its graphics, gameplay improvements, and nostalgic storyline, though some critics mentioned issues with the game's length.

*Legacy**: *Tomb Raider: Anniversary* is celebrated as a successful tribute to the original, influencing the series' evolution and the 2013 reboot, remaining a favorite among fans for its enduring appeal.

2008 Tomb Raider: Underworld

Tomb Raider: Underworld** is the ninth installment in the *Tomb Raider* video game series, developed by Crystal Dynamics and published by Eidos Interactive.

Released in November 2008 for multiple platforms, including PlayStation 2, PlayStation 3, Xbox 360, and PC, the game serves as a direct sequel to *Tomb Raider: Legend* and continues to follow the adventures of the iconic archaeologist Lara Croft.

In *Underworld*, Lara Croft embarks on a quest to uncover the truth about her mother's disappearance, ultimately leading her to explore ancient myths and legends surrounding Thor, the Norse god of thunder.

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2008 Tomb Raider: Underworld

The game features a mix of action, exploration, and puzzle-solving, with a plot that intertwines real mythology with incredible adventures.

Underworld* expands on the exploration elements from previous games, offering expansive and richly detailed environments, including locations like the Arctic, the ruins of Mesoamerica, and the depths of the ocean.

Players navigate these environments while solving intricate puzzles and uncovering secrets.

Lara's movement mechanics were significantly improved, allowing for more fluid parkour-like movements, climbing, swimming, and the use of various gadgets to navigate complex terrains.

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2008 Tomb Raider: Underworld

The game features a refined combat system with a variety of weapons, including dual pistols, shotguns, and melee attacks.

The combat mechanics support a more engaging experience, allowing players to approach encounters strategically.

2008 Tomb Raider: Underworld

Reception:

The game received generally positive reviews for its graphics, environment design, and engaging story.

However, some criticism was directed at controls, camera issues, and repetitiveness in gameplay.

Legacy:

Tomb Raider: Underworld* helped evolve the franchise by developing Lara's character and themes of exploration and mythology, paving the way for future titles, including the 2013 reboot.

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2010 Tomb Raider:Lara Croft and the Guardian of Light

Tomb Raider: Lara Croft and the Guardian of Light is an action-adventure game developed by Crystal Dynamics and published by Eidos Interactive.

Released in August 2010, it marks a departure from the traditional single-player format of the Tomb Raider series, opting for a more cooperative gameplay experience with an isometric perspective.

In Lara Croft and the Guardian of Light, players assume the role of Lara Croft, who teams up with an ancient warrior named Totec.

The narrative revolves around their quest to retrieve a powerful artifact known as the "Mirror of Smoke," which is linked to the resurrection of a malevolent entity called Xolotl.

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2010 Tomb Raider:Lara Croft and the Guardian of Light

The game incorporates elements of ancient mythology, as players navigate various environments filled with traps, puzzles, and enemies.

The game features an isometric viewpoint, offering a different visual style compared to the main series.

This perspective enhances the focus on exploration and puzzle-solving in a 3D environment.

Cooperative Play**: *Guardian of Light* emphasizes cooperative gameplay, allowing two players to work together to complete challenges.

Players can control Lara and Totec, who each have unique abilities that complement each other, encouraging teamwork.

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2010 Tomb Raider:Lara Croft and the Guardian of Light

The gameplay includes a mix of combat, platforming, and puzzle-solving.

Players must coordinate their actions to solve puzzles and defeat enemies, with Totec providing support through his abilities, such as using a spear for climbing and creating barriers.

Unlockables and Upgrades: As players progress, they can gather artifacts and weapons, leading to various gameplay enhancements.**

The game also features collectibles and challenges that encourage exploration and replayability.

Tomb Raider: Lara Croft and the Guardian of Light* received generally favorable reviews.

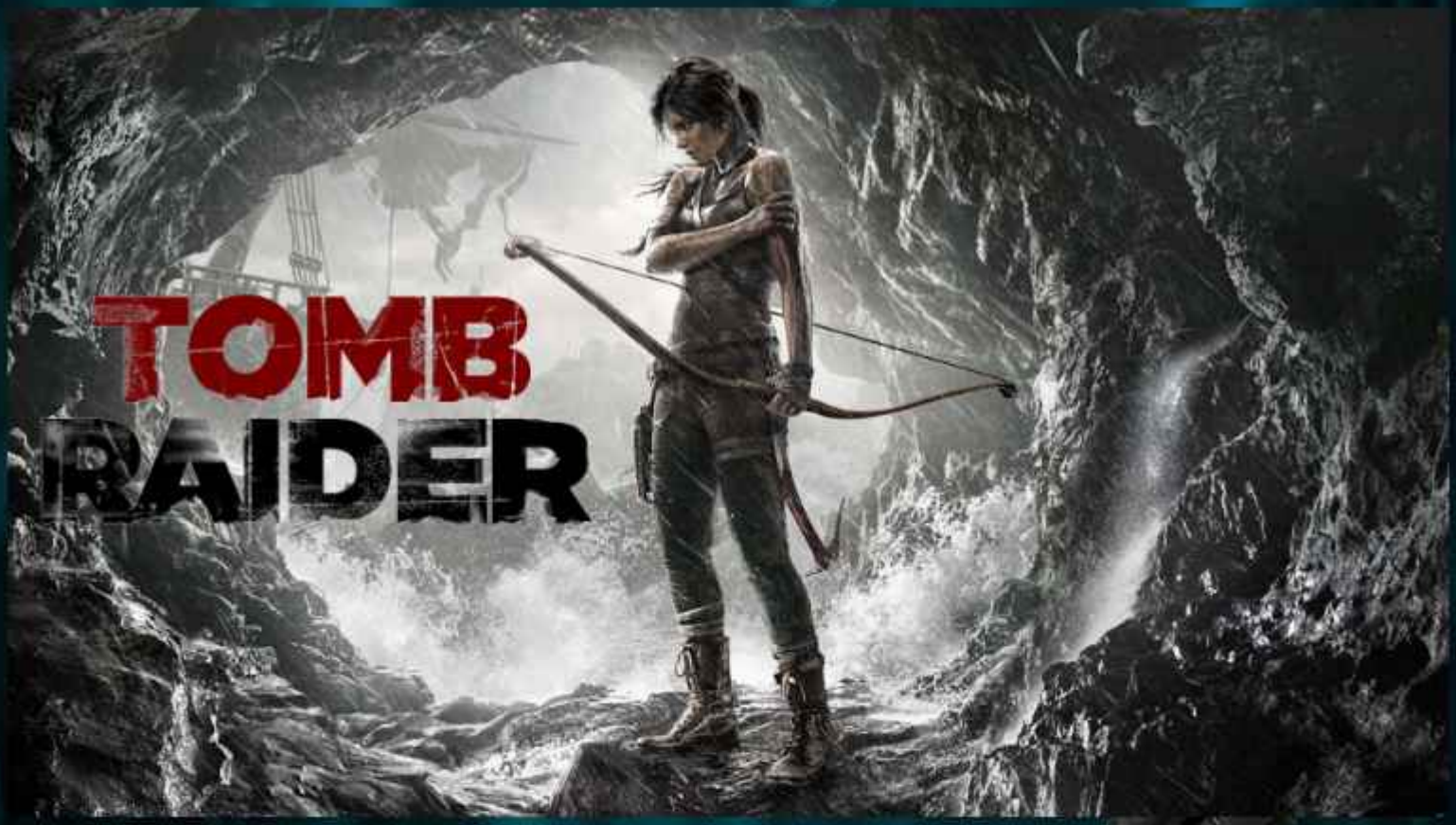
2010 Tomb Raider:Lara Croft and the Guardian of Light

Critics praised the game for its engaging cooperative gameplay, inventive puzzles, and smooth controls.

The isometric view and action-oriented approach were also well-received.

Guardian of Light was a significant pivot for the Tomb Raider franchise, showcasing Lara Croft in a new light while introducing cooperative gameplay elements that contributed to the series' evolution.

Its success led to the development of a sequel, *Lara Croft and the Temple of Osiris*, released in 2014, and helped pave the way for more spin-off titles within the Tomb Raider universe.



2013 Tomb Raider

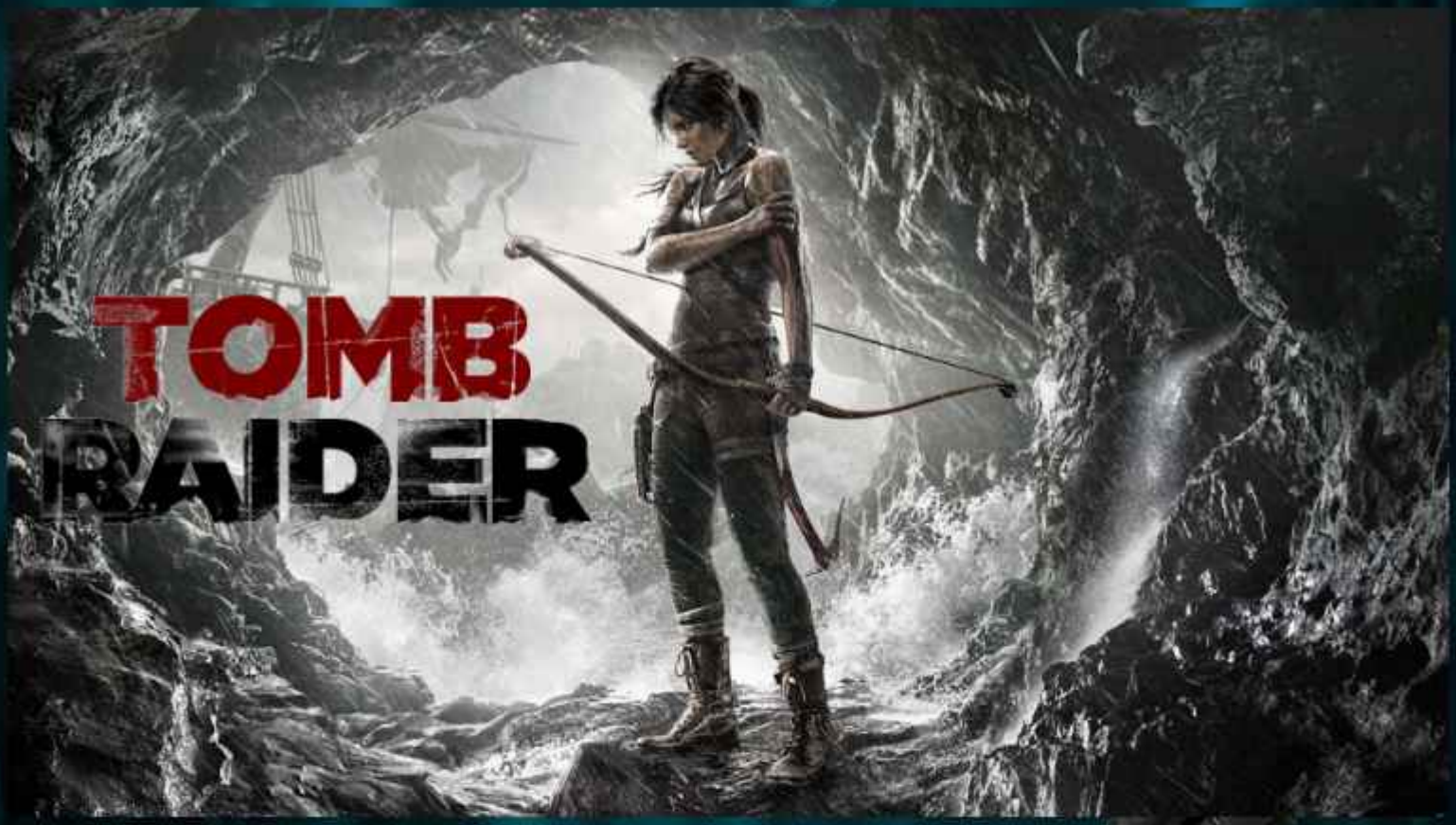
Tomb Raider (2013) is a critically acclaimed action-adventure game developed by Crystal Dynamics and published by Square Enix.

It serves as a reboot of the iconic Tomb Raider franchise, re imagining the origin story of the protagonist, Lara Croft.

Released for multiple platforms, including Windows PC, PlayStation 3, and Xbox 360, it quickly garnered attention for its storytelling, visuals, and gameplay mechanics.

Later released on PlayStation 4 and Xbox One remastered as part of *Tomb Raider: Definitive Edition*

The game follows a young Lara Croft, who sets out on an expedition to find the lost island of Yamatai.



2013 Tomb Raider

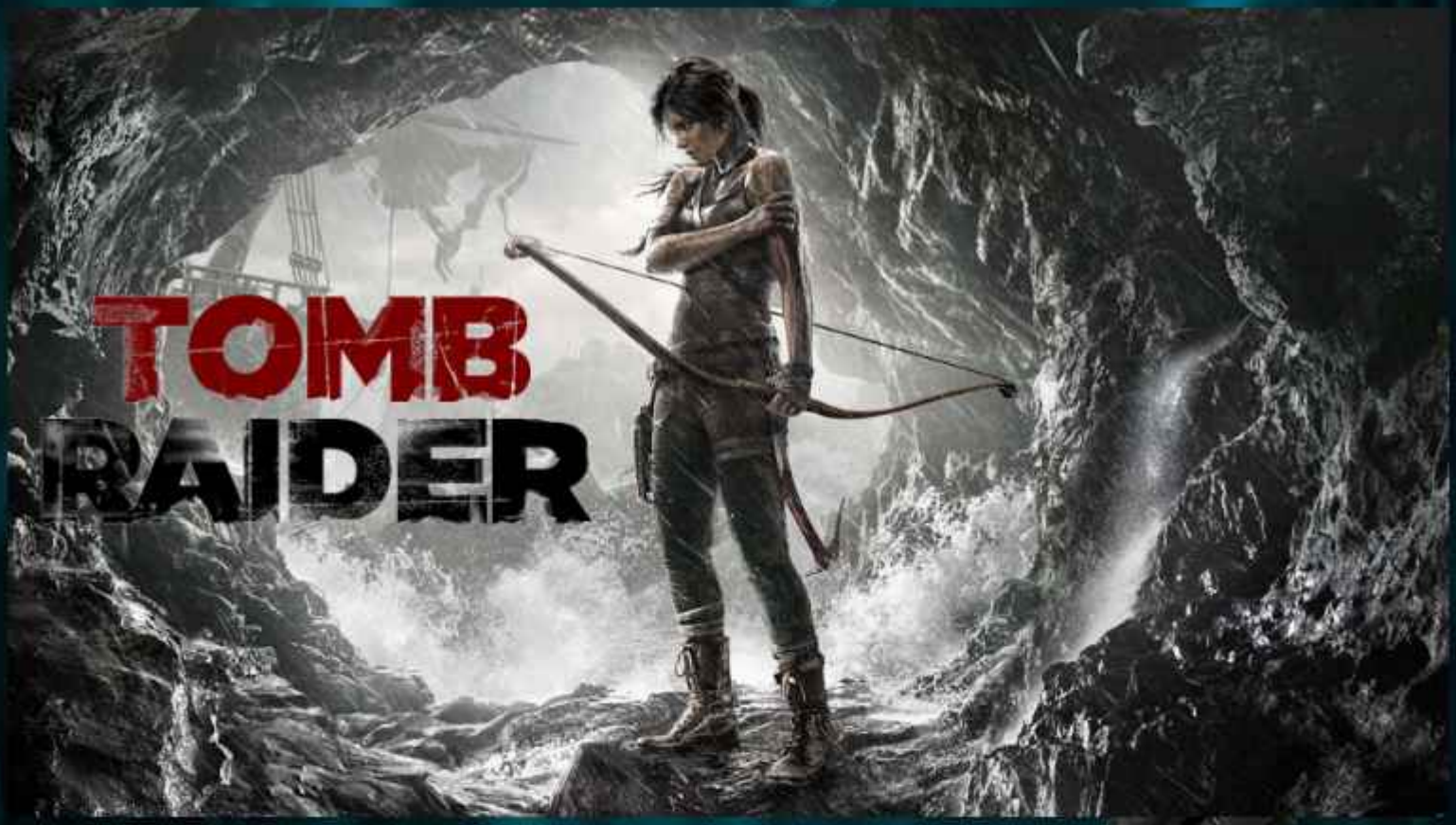
Along with a group of adventurers, Lara embarks on a journey to uncover the mystery surrounding the island and its ancient queen, Himiko.

However, their expedition goes awry when their ship is wrecked, and they are stranded on a mysterious island inhabited by dangerous cultists and unnatural elements.

Lara must evolve from a frightened survivor into a hardened warrior as she navigates through challenges, uncovers dark secrets, and fights for her friends' survival.

The game focuses on survival mechanics, requiring players to gather resources, craft equipment, and upgrade weapons.

Lara can hunt animals, scavenge for materials, and utilize the environment to her advantage.



2013 Tomb Raider

The game retains the exploration and puzzle-solving aspects of previous Tomb Raider games.

Players can explore the environment, uncovering hidden tombs and artifacts while completing environmental puzzles.

The gameplay incorporates a mix of ranged and melee combat.

Players can use firearms, bows, and melee attacks to take down enemies, which are varied and often involve both human adversaries and wildlife.

Players progress through the game, Lara gains new skills and abilities through a skill tree, allowing for diverse combat styles and exploration options.

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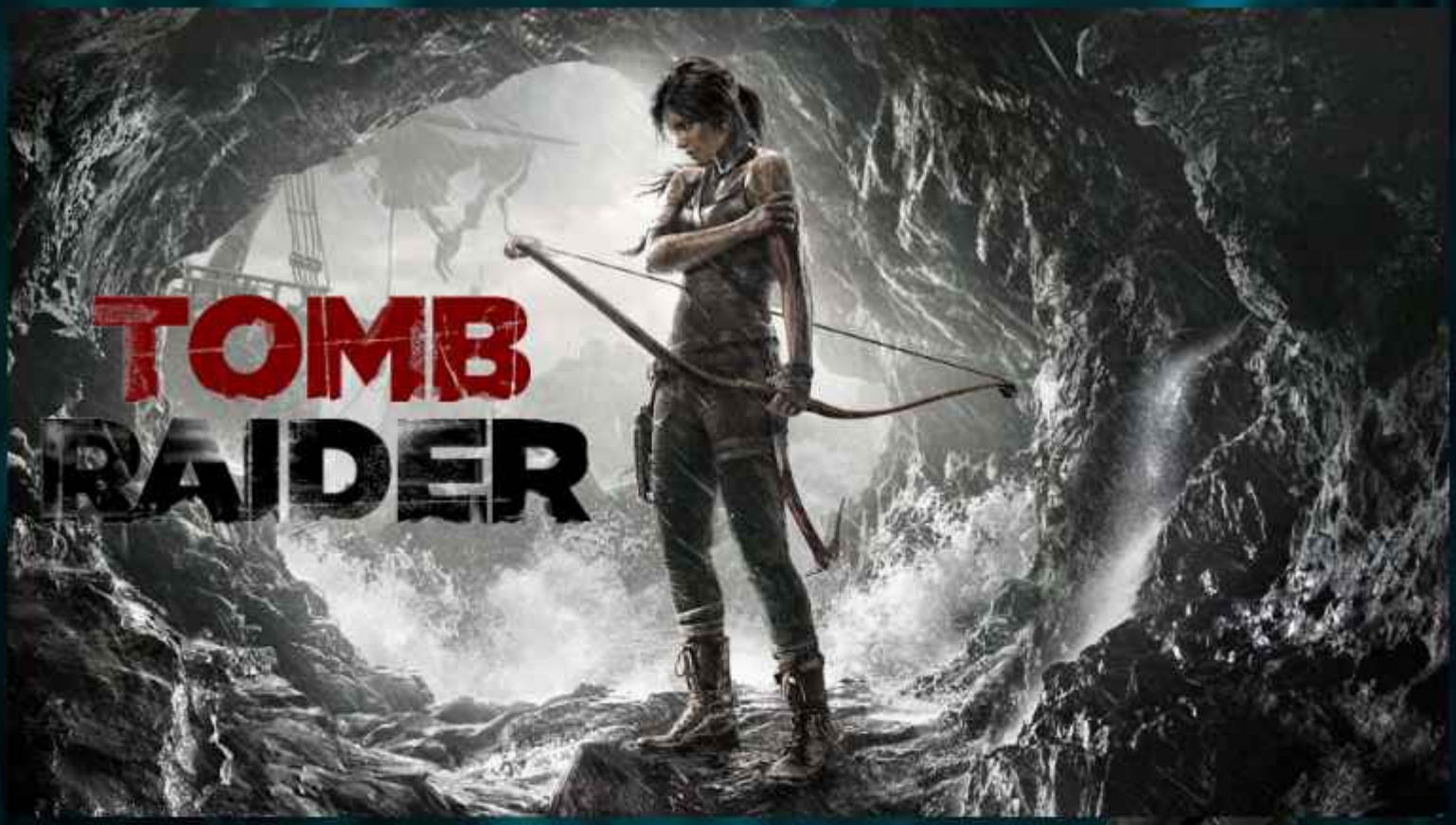


2013 Tomb Raider

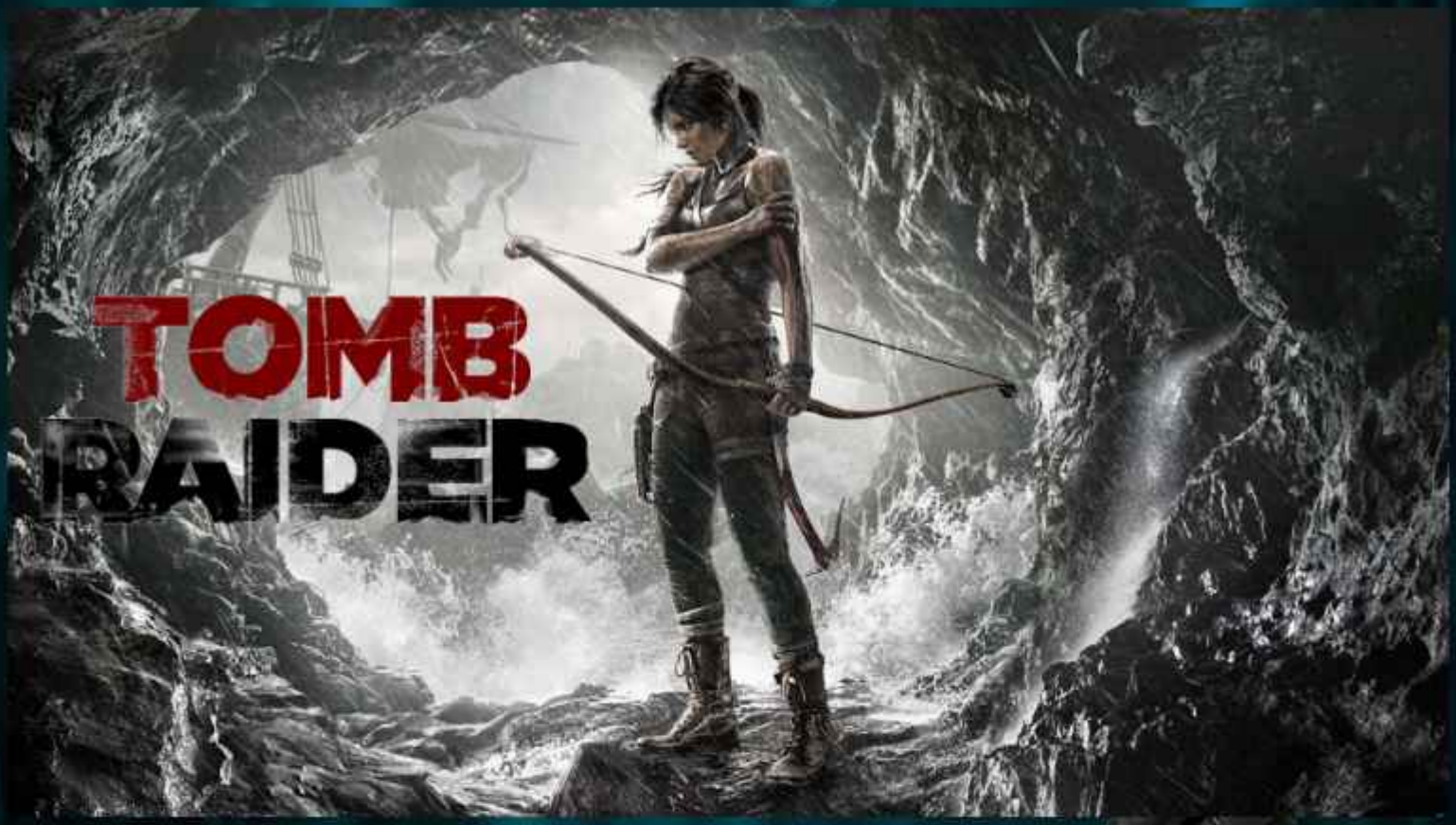
Tomb Raider (2013) received overwhelmingly positive reviews.

The game was noted for its compelling story and character arc, providing depth to Lara Croft's persona.

The visuals were lauded for their high quality and realism, immersing players in the atmosphere of the lush and perilous island environment.

The combination of exploration, puzzle-solving, and combat was well-received, creating a well-rounded gameplay experience.

Some players found the reliance on quick time events in certain action sequences to be frustrating.



2013 Tomb Raider

While the brutal environments were beautifully crafted, some criticized the game for being too linear compared to earlier iterations of the series.

Tomb Raider* (2013) led to a significant revitalization of the franchise, culminating in the release of a sequel, Rise of the Tomb Raider, in 2015.

The game not only strengthened Lara Croft's position in video game history as a strong female protagonist but also initiated a modern era of the series characterized by a focus on character development and immersive storytelling.

2014 Lara Croft and the Temple of Osiris

Lara Croft and the Temple of Osiris is an action-adventure game developed by Crystal Dynamics and published by Square Enix. Released in December 2014, it is a sequel to Lara Croft and the Guardian of Light and part of the broader Tomb Raider franchise, combining puzzle-solving and combat mechanics in an isometric perspective.

In *Lara Croft and the Temple of Osiris*, players join Lara Croft as she seeks the tomb of the Egyptian goddess Isis, which is hidden within a mysterious temple.

The story unfolds as Lara and her companion, Carter Bell, accidentally free the dark god Set, leading to a race to thwart his plans of domination.

The game features mythological elements and characters, allowing players to explore ancient Egyptian lore.

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2014 Lara Croft and the Temple of Osiris

The game emphasizes cooperative play, allowing up to four players to team up.

Players can choose to control Lara or other characters, each with unique abilities that contribute to puzzles and combat strategies.

*Unlike the 2013 reboot of *Tomb Raider*, this game is viewed from an isometric perspective, allowing for a different playing experience, especially suited for cooperative gameplay.*

Players must solve a variety of environmental puzzles to progress, often involving traps and obstacles.

The game features tombs and hidden areas to explore, maintaining a core element of the series.

Combat is a vital aspect, with players facing various enemies tied to the game's mythology.

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2015 Lara Croft: Relic Run

Lara Croft: Relic Run is a free-to-play action-adventure platforming game featuring the iconic character Lara Croft.

Developed by Crystal Dynamics and published by Square Enix, it was released in 2015 for mobile devices, including iOS, Android, and Windows Phone.

Lara Croft: Relic Run* combines elements of endless runner games with platforming mechanics, allowing players to navigate through various environments while collecting artifacts and fighting enemies.

Players control Lara as she runs automatically through diverse landscapes, including jungles, temples, and ancient ruins.

The goal is to avoid obstacles, defeat enemies, and collect relics along the way.

Players utilize simple touch controls to jump, slide, or roll under obstacles.

Timing and quick reflexes are essential to navigate the various hazards.

Lara can engage enemies, using weapons like pistols, rifles, and melee attacks.

2015 Lara Croft: Relic Run

Lara Croft: Relic Run received generally positive reviews from players and critics.

The engaging gameplay and smooth mechanics made it accessible and entertaining for both casual and dedicated players.

The graphics were praised for their quality and fitting aesthetic within the Tomb Raider universe.

Tomb Raider* elements, including puzzles and combat, added depth to the endless runner format.

The endless nature of the game could lead to repetition over time, with some players seeking deeper gameplay or story elements.

While it caters primarily to mobile gamers, Lara Croft: Relic Run successfully expanded the Tomb Raider franchise into the mobile gaming space, introducing a new audience to Lara's adventures.

The game received updates and additional content after its launch, helping maintain player interest.

It stands as a fun, accessible entry in the broader Tomb Raider series, allowing fans to engage with Lara Croft in a new format.

2015 Lara Croft Go

Lara Croft Go is a turn-based puzzle adventure game featuring Lara Croft, developed by Square Enix Montréal and released in August 2015 for iOS, Android, and Windows platforms.

The game is a departure from the traditional action-oriented gameplay of the Tomb Raider series and is designed as a more strategic and contemplative experience.

Lara Croft Go features a turn-based movement mechanic where players guide Lara through intricately designed, static diorama-like environments.

Players take turns moving Lara across a grid-based map, planning their movements carefully to avoid traps, defeat enemies, and solve puzzles.

The game is filled with various puzzles that require players to manipulate the environment, avoid hazards, and utilize items strategically to progress through levels.

While combat is simplified compared to action games, players can encounter enemies that require tactical positioning and planning to defeat or evade.

Throughout each level, players can find collectibles like relics and flowers, which add depth and can unlock additional content.

2015 Lara Croft Go

The game's art style is characterized by a striking, minimalist, and visually appealing design, with a focus on clean lines and vibrant colors.

The diorama-like aesthetic enhances the puzzle-solving experience, creating immersion within the ancient and mystical themes of Tomb Raider.

Lara Croft Go received critical acclaim for its innovative gameplay.

The visuals were praised for their artistic design, creating an engaging atmosphere throughout the game.

Level design was commended for its cleverness, providing challenges that were rewarding yet accessible.

Some players felt that the game could be relatively short, with a limited number of levels compared to traditional plat-former's.

A few critics noted that while the puzzles were engaging, the gameplay might not offer enough variation for some players looking for a more extensive experience.

Lara Croft Go* is often recognized as one of the best mobile games in the puzzle genre, successfully expanding the *Tomb Raider* franchise in a unique and innovative way.

2015 Rise of the Tomb Raider

Rise of the Tomb Raider is an action-adventure game developed by Crystal Dynamics and published by Square Enix.

It was released in November 2015 for Xbox 360 and Xbox One, with later releases for Windows PC and PlayStation 4, as well as a definitive edition that included all previously released DLC.

Rise of the Tomb Raider* builds upon its predecessor, Tomb Raider (2013), introducing new features and expanding gameplay elements:

The game emphasizes exploration, featuring large, open environments filled with puzzles, secrets, and collectibles.

Players control Lara Croft as she navigates through various landscapes, including snow-covered mountains and ancient ruins.

2015 Rise of the Tomb Raider

Players can engage in stealth or direct combat with enemies, using a variety of weapons and tactics.

Lara can acquire skills and upgrade her abilities, enhancing her survival instincts and combat effectiveness.

A crafting system allows players to gather materials from the environment to create tools, upgrades, and consumables, adding depth to the survival elements of the game.

The game features elaborate tombs that can be explored for puzzles and hidden treasures, staying true to the series' roots.

*Set after the events of the 2013 game, *Rise of the Tomb Raider* follows Lara Croft as she embarks on a journey to uncover the secrets of the legendary city of Kitezh.*

2015 Rise of the Tomb Raider

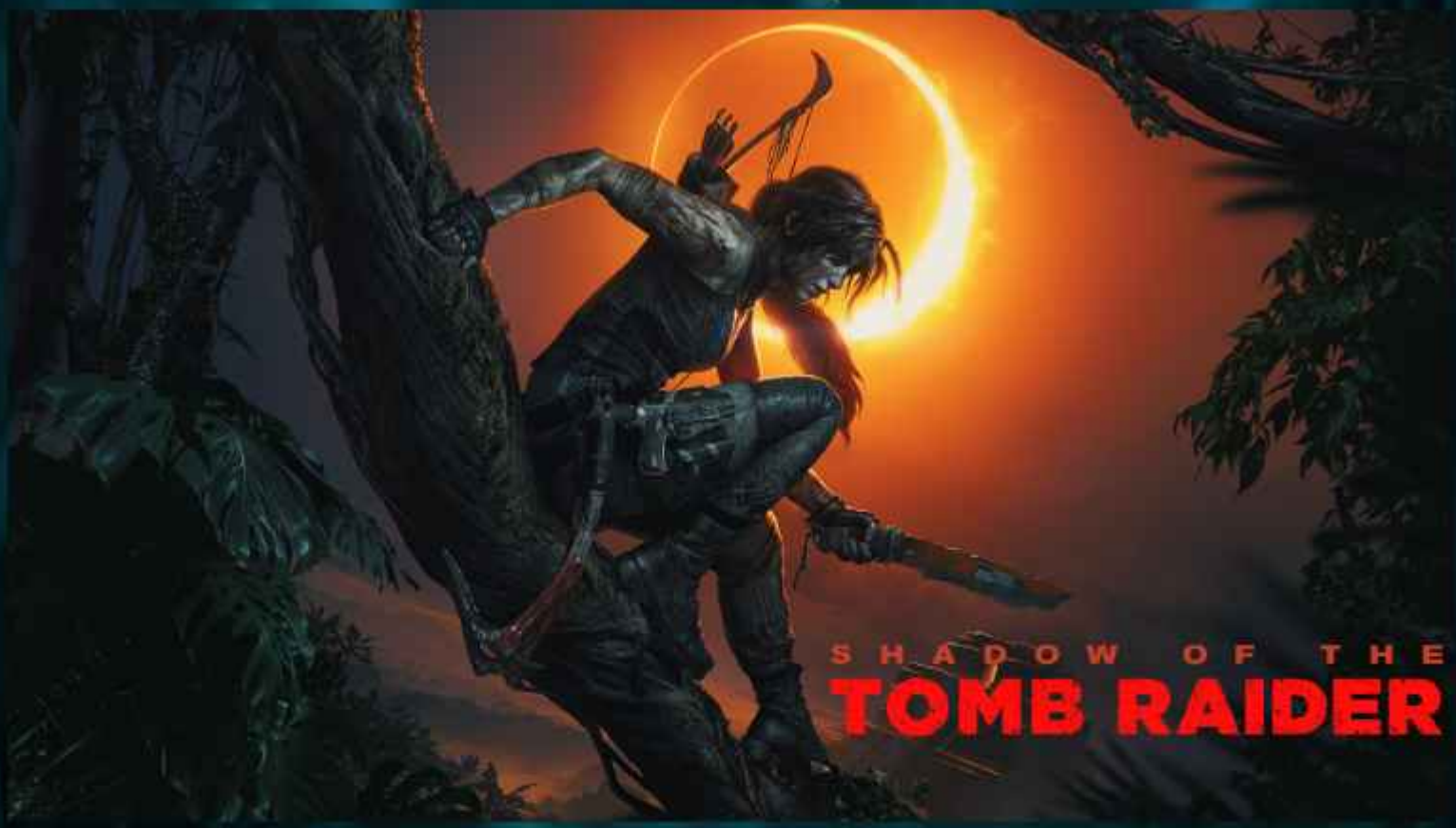
After the death of her father, who was obsessed with finding Kitezh, Lara is determined to prove the existence of the city to a skeptical world.

Along the way, she faces the Trinity organization, a mysterious group intent on harnessing the powers of the divine.

Rise of The Tomb Raider game received praise for its stunning visuals, detailed environments, and animations.

The art direction successfully conveys the atmospheric settings and enhances the storytelling.

Rise of the Tomb Raider was critically acclaimed and received numerous awards for its graphics, gameplay, and Story.*



2018 Shadow of the Tomb Raider

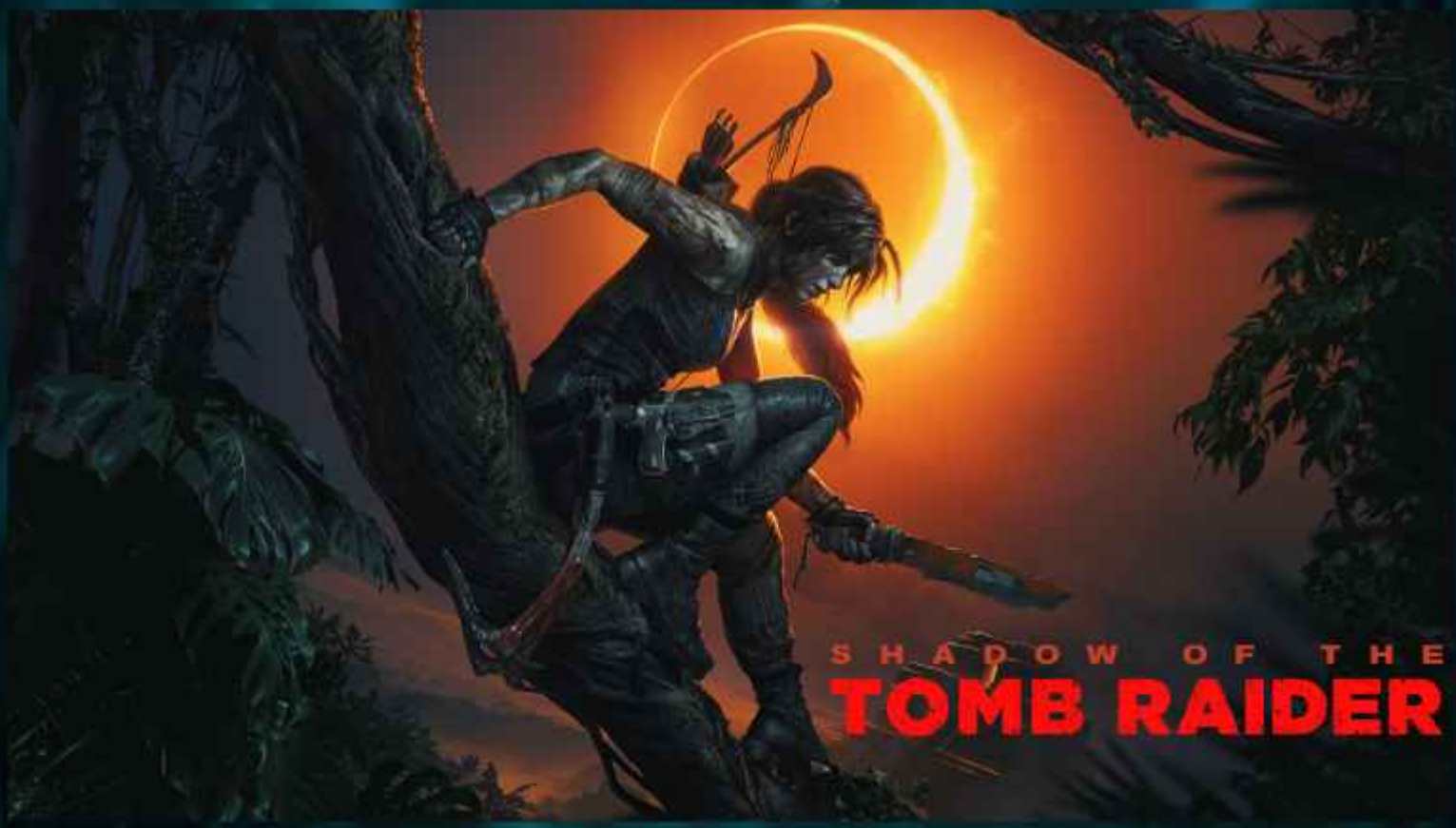
Shadow of the Tomb Raider is the third installment in the rebooted Tomb Raider series, developed by Eidos-Montreal in collaboration with Crystal Dynamics and published by Square Enix.

It was released on September 14, 2018, for Xbox One, PlayStation 4, and Windows PC, with subsequent releases for other platforms.

Shadow of the Tomb Raider continues to build on the mechanics established in its predecessors and introduces new features.

The game features expansive and interconnected environments set in lush jungles, underwater locations, and ancient ruins, emphasizing exploration and vertical traversal.

SHADOW OF THE
TOMB RAIDER



2018 Shadow of the Tomb Raider

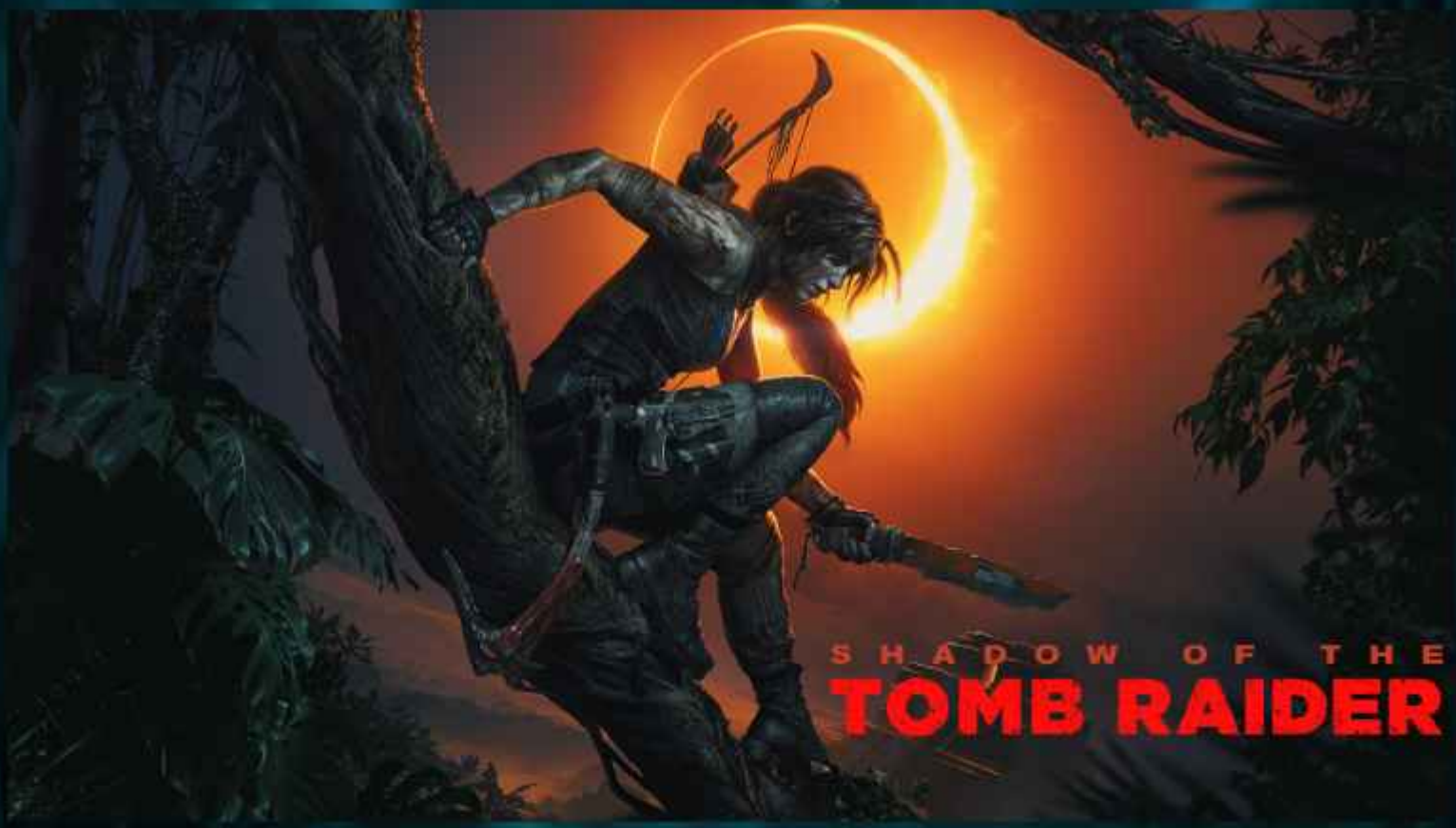
Lara can take advantage of the jungle environment to use stealth tactics, allowing players to approach encounters with strategic options.

The combat mechanics also include a variety of weapons and tools for both stealth attacks and direct confrontation.

The game puts a strong emphasis on tomb exploration and puzzle-solving, with a greater number of optional tombs compared to the previous titles, each containing unique challenges and rewards.

Players can craft items and upgrade equipment, and Lara can develop various skills that enhance her traversal and combat abilities.

Shadow of the Tomb Raider, the story is darker and more mature. Following the events of *Rise of the Tomb Raider.*



2018 Shadow of the Tomb Raider

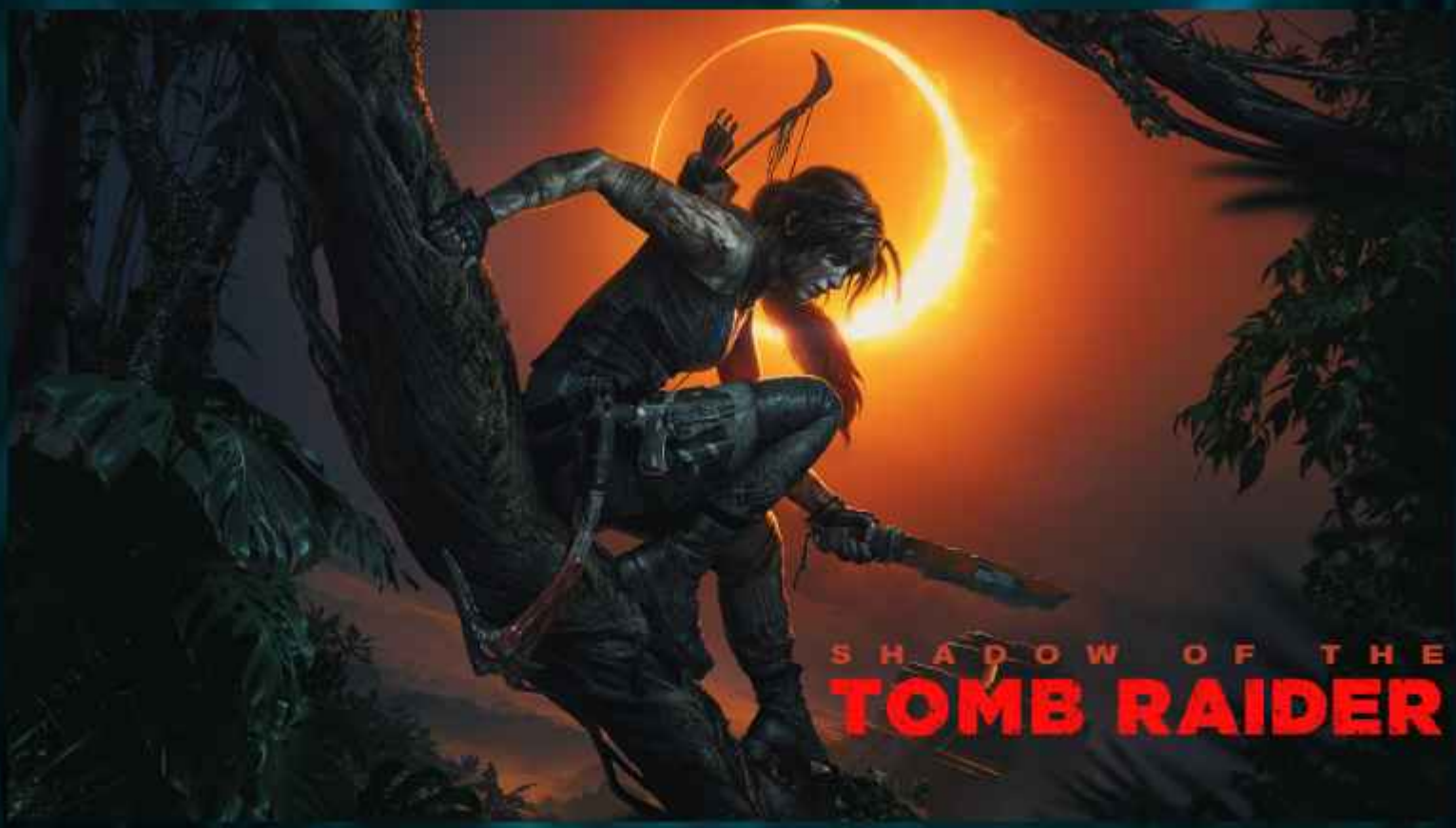
Lara Croft must navigate the consequences of her actions.

She is racing against the mysterious organization Trinity to prevent a Maya apocalypse, triggered by her quest to find the legendary artifacts known as the "Doomsday Prophecy.

Shadow of the Tomb Raider explores themes of sacrifice, the burden of legacy, and Lara's evolution into a true tomb raider.

The game is praised for its breathtaking graphics, detailed environments, and fluid animations that create an immersive experience.

SHADOW OF THE
TOMB RAIDER



2018 Shadow of the Tomb Raider

The lush jungles, ancient ruins, and atmospheric settings significantly contribute to the storytelling and overall atmosphere of the game.

Shadow of the Tomb Raider* received generally positive reviews from critics and players, with praise for various elements:

Shadow of the Tomb Raider is Beautifully crafted environments and stunning visuals that create a captivating backdrop for exploration.

Shadow of the Tomb Raider also has Engaging puzzles and tombs that challenge players' problem-solving abilities..

The game served as a conclusion to the origin story of Lara Croft within this rebooted trilogy.

2023 Tomb Raider Reloaded

Tomb Raider Reloaded is a 2023 mobile game in the *Tomb Raider* franchise, developed by Emerald City Games and published by Square Enix.

This action-adventure title pays tribute to the series while providing a fresh entry point for new players.

The game features colorful, stylized graphics that differ from previous titles, catering to mobile platforms.

Tomb Raider Reloaded employs a top-down perspective, blending action, puzzle-solving, and exploration with players controlling Lara Croft across various levels.

Players combat foes using various weapons and skills, with a focus on fast-paced action and exploration for collectibles.

The game offers levels inspired by classic environments, allowing players to upgrade Lara's abilities and gear.

While mainly a single-player game, it includes social features for sharing progress and competing with friends.

Tomb Raider Reloaded has received positive feedback for its engaging gameplay and nostalgic elements, appealing to both longtime fans and newcomers.

2023 The Lara Croft Collection

The Lara Croft Collection is a compilation released in 2023 featuring some of the most celebrated titles in the Tomb Raider franchise, focusing on the beloved character Lara Croft.

This collection allows players to experience a range of games that have defined the action-adventure genre over the years.

The Lara Croft Collection is a double pack that includes Lara Croft and the Guardian of Light and its sequel, Lara Croft and the Temple of Osiris.

Enhanced Graphics and Performance:** Many of the games in the collection come with updated graphics, improved frame rates, and enhanced gameplay mechanics to suit modern gaming platforms, making them accessible to both new players and returning fans.

The collection has generally been well-received, especially by long-time fans of the franchise, as it allows them to revisit iconic adventures or experience them for the first time with enhanced visuals and gameplay.

2024 Tomb Raider I–III Remastered

Tomb Raider I–III Remastered, set to release in 2024, is a collection that brings enhanced versions of the first three classic Tomb Raider games to modern platforms.

This remaster aims to preserve the essence of the original titles while updating graphics, audio, and gameplay mechanics for contemporary audiences.

The remastered collection features improved textures, higher resolution graphics, and updated lighting systems to bring a fresh look to the classic environments and character models.

2024 Tomb Raider I–III Remastered

To align with modern gameplay standards, the remastered versions may include refined controls, smoother animations, and quality-of-life improvements that make gameplay more intuitive.

Players might have the option to choose between classic and remastered graphics, allowing them to experience the nostalgia of the original games while enjoying the benefits of modern enhancements.

GAMER

2025 Tomb Raider IV–VI Remastered

Tomb Raider IV–VI Remastered, anticipated for release in 2025, is set to be the follow-up collection that revitalizes the next three entries in the iconic *Tomb Raider* series:

Tomb Raider: The Last Revelation*, Tomb Raider: Chronicles and Tomb Raider: The Angel of Darkness.

This remastered collection aims to enhance the gameplay experience while staying true to the beloved originals.

Just like the previous collection, this remaster will feature improved graphics, including higher-resolution textures, enhanced lighting, and revamped character models, bringing the environments and action to life.

Updated controls and gameplay mechanics will be implemented, ensuring that the experience feels modern and accessible to new players while maintaining the challenge and spirit of the originals.